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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/028,014	12/21/2001	Thomas Patrick Dawson	80398P486	2412

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EXAMINER

CASCHERA, ANTONIO A

ART UNIT	PAPER NUMBER
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2697

DATE MAILED: 09/24/2003

3

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

10/028,014

Applicant(s)

DAWSON, THOMAS PATRICK

Examiner

Antonio A Caschera

Art Unit

2697

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☐ Responsive to communication(s) filed on ____.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-15 is/are pending in the application.
- 4a) Of the above claim(s) ____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) ____ is/are allowed.
- 6) ☒ Claim(s) 1-15 is/are rejected.
- 7) ☐ Claim(s) ____ is/are objected to.
- 8) ☐ Claim(s) ____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☒ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 21 December 2001 is/are: a) ☐ accepted or b) ☒ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- 11) ☐ The proposed drawing correction filed on ____ is: a) ☐ approved b) ☐ disapproved by the Examiner.
- If approved, corrected drawings are required in reply to this Office action.
- 12) ☐ The oath or declaration is objected to by the Examiner.

Priority under 35 U.S.C. §§ 119 and 120

- 13) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. ____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.
- 14) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. § 119(e) (to a provisional application).
- a) ☐ The translation of the foreign language provisional application has been received.
- 15) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. §§ 120 and/or 121.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892) 4) ☐ Interview Summary (PTO-413) Paper No(s). ____
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948) 5) ☐ Notice of Informal Patent Application (PTO-152)
- 3) ☒ Information Disclosure Statement(s) (PTO-1449) Paper No(s) 2. 6) ☐ Other: .

DETAILED ACTION

Specification

1. The disclosure is objected to because of the following informalities:
 - a. One occurrence of the sentence, "The selected area may be, for example, a circle simulating a magnifying glass," should be omitted (see page 3, paragraph 8, lines 3-5).
 - b. The reference to, "block 140126," should be replaced with, "block 140," as there is no, "block 140126" in Figure 7 (see page 8, paragraph 29, line 12).
 - c. The word, "use" should be replaced with, "used" in the phrase, "The same reference numerals are use to denote..." (see page 8, paragraph 30, line 3).

Appropriate correction is required.

Drawings

2. The drawings are objected to as failing to comply with 37 CFR 1.84(p)(5) because they do not include the following reference sign(s) mentioned in the description: #2 of Figure 1, #5, 7-9, 12, 14 and 16 of Figure 1, #40 and 45 of Figures 3-5, "block 1282" of Figure 7 and #164 of Figure 8. A proposed drawing correction or corrected drawings are required in reply to the Office action to avoid abandonment of the application. The objection to the drawings will not be held in abeyance.

Claim Objections

3. Claim 1 is objected to because of the following informalities:

Art Unit: 2697

- a. The word, "the" should be omitted from the phrase, "...vertex data passed to the a graphics rendering pipeline," (see lines 4-5 of claim 1).

Appropriate correction is required.

4. Claim 13 is objected to because of the following informalities:

- a. The second occurrence of the word, "to" should be omitted from the phrase, "...a means to modify to texel coordinates according..." (see lines 1-2 of claim 13).

Appropriate correction is required.

Claim Rejections - 35 USC § 112

The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

5. Claims 1-7 and 8-12 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Claim 1 recites the limitation "the magnification special effect" in line 3 and "the vertex data" in line 4. There is insufficient antecedent basis for these limitations in the claim.

Claim 8 recites the limitation "the magnification special effect" in line 3, "the vertex data" in line 4 and "the graphics rendering pipeline" in lines 5-6. There is insufficient antecedent basis for these limitations in the claim.

Claim Rejections - 35 USC § 103

Art Unit: 2697

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

6. Claims 1-5, 8-10 and 12-15 are rejected under 35 U.S.C. 103(a) as being unpatentable over Robertson et al. (U.S. Patent 5,670,984) in view of Piazza et al. (U.S. Patent 6,191,793 B1).

In reference to claims 1, 8 and 13, Robertson et al. discloses a method for displaying an image on a display device and produces a magnification in the rendered image (see lines 1-3 of abstract and column 4, lines 29-36). Robertson et al. also discloses selecting a portion of an image to increase magnification over (see column 4, lines 29-36). Note, Robertson et al. discloses the images magnified to not be limited to a text document, a map, or a graph (see column 1, lines 29-30) which the office interprets as an image comprising of polygon graphics data. Further, certain types of maps and graphs could comprise of polygonal graphic data. Robertson et al. discloses the magnification of an image portion dependent upon a viewpoint, full image coordinates and boundaries of an image magnification lens (see column 6, lines 35-38). Robertson et al. also discloses these parameters to be adjusted to move the image lens in and out (zooming effect) (see column 6, lines 41-44). Robertson et al. discloses retaining viewpoint information (eye_x and eye_y) with reference to the position of the lens which, embodies a certain portion of a polygonal image, by modifying the viewpoint data as the position of the image lens changes (see column 9, lines 8-23). Note, the office interprets the eye point angle of applicant's claim to be substantially similar to the angle formed by the coordinates of the viewpoint vs. the dimensions of the image lens of Robertson et al. as the size of the image lens

Art Unit: 2697

would alter the viewing angle of the magnified image portion. Further, as the image lens of Robertson et al. changes in size and position, the viewpoint is also effected (see column 9, lines 11-19) causing new polygons to be displayed or current polygons to be occluded. Although Robertson et al. does disclose the image magnification method using objects mapped onto a 2D surface such as pixels of various colors (see column 5, lines 44-50) Robertson et al. does not explicitly disclose image magnification using texels. Piazza et al. discloses a method and apparatus for minimizing visible effects of texture LOD transitions across a polygon (see lines 1-2 of abstract). Piazza et al. also discloses the well known architecture of a "zoom pyramid" which stores a sequence of texture maps, made up of texels, of the same texture pattern to be used at different relative distances from the object to the viewer (see column 1, lines 30-32, 34-36 and column 4, lines 44-46). Note, neither Robertson et al. nor Piazza et al. explicitly disclose each texel having U and V coordinates however, it is well known in the computer graphics art that texture maps contain units of texture, named texels. Further, these texels are stored in a map and can be addressed by some sort of coordinate system usually defined by the variables U and V (Official Notice). It would have been obvious to one of ordinary skill in the art at the time the invention was made to implement the image magnification method of Robertson et al. with the texturing techniques of Piazza et al. in order to add greater realism to graphic images especially when utilizing the magnification methods of Robertson et al. (see column 1, lines 10-14 of Piazza et al.). Note in reference to claim 8, claim 8 is substantially similar to claim 1 and therefore is rejected under similar rationale. Further, Robertson et al. discloses a processor system including program storage for storing CPU instructions which implement functions of a display system (see column 5, lines 31-39). Note, in reference to claim 13, the office interprets

Art Unit: 2697

the processor system of Robertson et al. substantially similar to the rendering pipeline of applicant's claims.

In reference to claims 2, 9 and 14, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claims 1, 8 and 13 respectively above, in addition, Robertson et al. discloses multiplying the viewpoint data, interpreted as the eye point angle data of applicant's claims above, by the changes in x and y positions of the image lens (see column 9, lines 20-23). Piazza et al. discloses providing an offset range to computed pixel LOD values (see column 5, lines 59-60) which the office interprets as substantially similar to a texel.

In reference to claims 3 and 4, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claim 1 above. Although Piazza et al. discloses offsetting a texel by a dithering offset range (see column 5, lines 59-60), neither Robertson et al. nor Piazza et al. explicitly disclose offsetting the texel by an eye point angle and a value of N. It would have been obvious to one of ordinary skill in the art at the time the invention was made to implement the offsetting of texel coordinates by an eye point angle in order to compensate for the change in viewpoint positioning so that texture mapping will remain constant in reference to currently displayed textured polygon data points. Further, in order for textured data to be mapped to their appropriate polygons, it is well known in the art that a modification in position of polygon data must somehow be communicated to perform the same modification in position of texture data (Official Notice). Also, the term, "map" in the graphics art is well known to signify the process of storing values that correlate to another set of values, thus in order to maintain an original mapping of values, changes to one set of values would require changes to the other set of values.

In reference to claims 5 and 10, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claims 3 and 9 respectively above. Although Robertson et al. discloses performing the magnification transformation on only the vertices of an image lens and an identity matrix (see column 8, lines 22-28), neither Robertson et al. nor Piazza et al. explicitly disclose interpolating eye point angle data for each texel to be produced between texels including the vertices. It would have been obvious to one of ordinary skill in the art at the time the invention was made to implement the interpolating of eye point angle data for "in between" texels of vertices in order to efficiently calculate texture offset values for "in between" polygon data. Further, it is well known in the art that certain types of interpolation can provide for more efficient methods of calculating intermediate data values when beginning and ending data values have been previously calculated (Official Notice).

In reference to claim 12, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claim 10 above. Although Piazza et al. discloses offsetting a texel by a dithering offset range (see column 5, lines 59-60), neither Robertson et al. nor Piazza et al. explicitly disclose offsetting the texel with the modified x and y components of an eye point angle. It would have been obvious to one of ordinary skill in the art at the time the invention was made to implement the offsetting of texel coordinates with the modified x and y components of an eye point angle in order to compensate for the change in viewpoint positioning so that texture mapping will remain constant in reference to currently displayed textured polygon data points. Further, in order for textured data to be mapped to their appropriate polygons, it is well known in the art that a modification in position of polygon data must somehow be communicated to perform the same modification in position of texture data (Official Notice). Also, the term,

Art Unit: 2697

“map” in the graphics art is well known to signify the process of storing values that correlate to another set of values, thus in order to maintain an original mapping of values, changes to one set of values would require changes to the other set of values.

In reference to claim 15, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claim 13 above in addition, Robertson et al. discloses performing the magnification transformation on only the vertices of an image lens and an identity matrix (see column 8, lines 22-28).

7. Claims 6, 7 and 11 are rejected under 35 U.S.C. 103(a) as being unpatentable over Robertson et al. (U.S. Patent 5,670,984), Piazza et al. (U.S. Patent 6,191,793 B1) and further in view of Rossignac (U.S. Patent 5,872,572).

In reference to claims 6 and 11, Robertson et al. and Piazza et al. disclose all of the claim limitations as applied to claims 5 and 10 above, however, neither Robertson et al. nor Piazza et al. explicitly disclose resolving the eye point angle into an angle in an X-Z plane and an angle in a Y-Z plane. Rossignac discloses a method and apparatus for generating a 3-D scene from non-uniform resolution image data represented by rendering primitives (see lines 1-8 of abstract). Rossignac discloses the viewing frustum of the camera (eye) view bounded by 4 planes that intersect at a viewpoint and create two angles, one in the X-Z plane (angle α) and the other in the Y-Z plane (angle β) (see column 5, lines 23-39 and Figure 3). It would have been obvious to one of ordinary skill in the art at the time the invention was made to implement the creation of two angles in the X-Z and Y-Z planes, together making up the camera (eye) point angle with the image magnification method of Robertson et al. and the texturing techniques of Piazza et al. in order to incorporate a cost effective technique for rendering images by improving field of view

Art Unit: 2697

resolution techniques in an interactive graphical environment (see column 1, lines 38-45 of Rossignac).

In reference to claim 7, Robertson et al., Piazza et al. and Rossignac disclose all of the claim limitations as applied to claim 6 above. Although Piazza et al. discloses a method and apparatus for computing an LOD value for a pixel for applying texture to the surface of a polygon (see column 4, lines 32-34), neither Robertson et al., Piazza et al. nor Rossignac explicitly disclose selecting texels based on a modified U and V mapping derived through using the eye point angles. It would have been obvious to one of ordinary skill in the art at the time the invention was made to select texels based on a modified U and V mapping derived through using the eye point angles in order to compensate for the change in viewpoint positioning so that texture mapping will remain constant in reference to currently displayed textured polygon data points. Further, in order for textured data to be mapped to their appropriate polygons, it is well known in the art that a modification in position of polygon data must somehow be communicated to perform the same modification in position of texture data (Official Notice). Also, the term, "map" in the graphics art is well known to signify the process of storing values that correlate to another set of values, thus in order to maintain an original mapping of values, changes to one set of values would require changes to the other set of values.

References Cited

8. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure:

- a. Oka (U.S. Patent 6,563,508 B1)

Art Unit: 2697

- Oka discloses a system that performs refraction mapping for an image having an object viewed along a line of sight and a semi-transparent media.
- b. Shoji et al. (U.S. Patent 6,572,476 B2)
 - Shoji et al. discloses using a game field image and an enlarged image relating to the neighborhood of a sight position in the game field image.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Antonio Caschera whose telephone number is (703) 305-1391. The examiner can normally be reached Monday-Thursday and alternate Fridays between 7:00 AM and 4:30 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Joseph Mancuso, can be reached at (703)-305-3885.

Any response to this action should be mailed to:

Commissioner of Patents and Trademarks
Washington, D.C. 20231

or faxed to:

(703) 872-9314 (for Technology Center 2600 only)

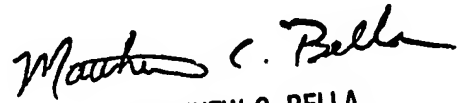
Hand-delivered responses should be brought to Crystal Park II, 2121 Crystal Drive, Arlington, VA, Sixth Floor (Receptionist).

Art Unit: 2697

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the Technology Center 2600 Customer Service Office whose telephone number is (703) 306-0377.

aac

9/9/03



MATTHEW C. BELLA
SUPERVISORY PATENT EXAMINER
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